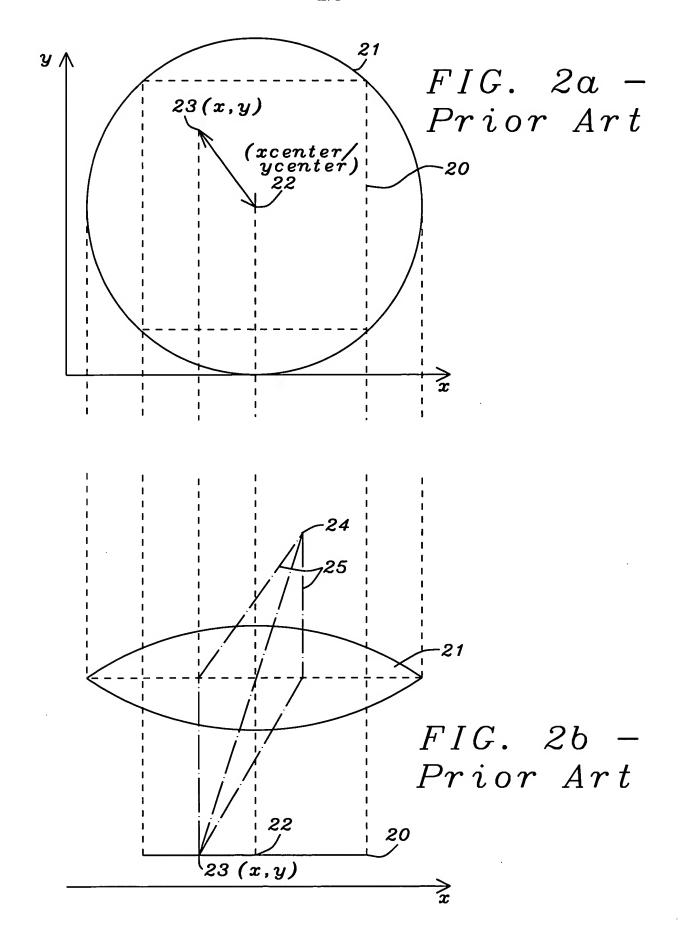
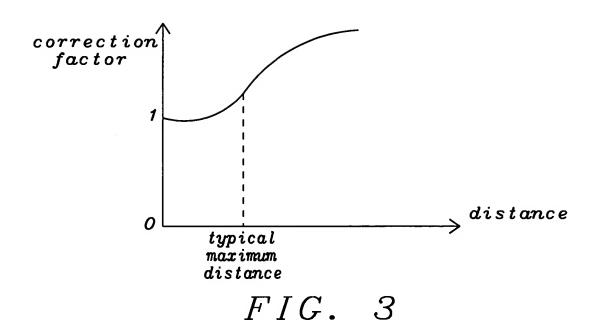


FIG. 1 - Prior Art





Int f1 = register.vignetting\_factor1; Int f2 = register.vignetting\_factor2; -41 int x dist = x - x center;-42 int ydist = y-ycenter; -43  $int \ dist2 = (xdist \times xdist) +$ -44  $(ydist \times ydist)$ .  $int \ dist4 = (dist2 \times dist2);$ -45  $int\ fcorr = 1 + f1 \times dist2 - f2 \times dist4;$ -46 pixelnew = fcorr x pixelold; FIG. 4